

Kayak Polo

Rules of Play

San Diego Kayak Club Condensed Version

COMMENCEMENT OF PLAY:

1. At the beginning of each period of play, all players will line up with the back of their kayaks on their Goal-Line.
2. The Referee will blow the whistle to start play and then throw the ball into the center of the Playing Area
3. Only one player from each team may make an attempt to gain possession of the ball.

SCORING A GOAL:

1. A goal is scored when the whole of the ball passes through the plane of the front of the goal frame.

RESTART AFTER GOAL:

1. After a goal has been scored the team who has conceded the goal will take the restart throw from the center of the Playing Area.
2. All players of both teams must start in their own half. PRESENT THE BALL.
3. The Referee will blow the whistle to restart play.

ILLEGAL PLAY:

Illegal-Use-of-Paddle: Signal 13 applies



1. Striking an opponents person or kayak with a paddle or using the paddle against the opponent or their kayak for propulsion or support, or to impede the opponent.
2. Playing, or attempting to play, the ball with a paddle when the ball is within arms reach of an opponent, and that opponent is attempting to play the ball with their hand.
3. Placing a paddle within arms reach of an opponent who has the ball in their hand.
4. Any other use of a paddle that endangers a player.

Illegal-Kayak-Tackle: Signal 11 applies.



What is a "kayak tackle"? A Kayak-Tackle is a player, with his kayak, pushing an opponents kayak.

The following constitutes an Illegal-KayakTackle.

1. Any tackle that results in the tacklers kayak contacting the body of the tackled player and/or endangering the tackled player.
2. Any hard tackle to the side of the kayak if it is at an 80 – 100 degrees angle to the cockpit.
3. Tackling an opponent who is not within 3 meters (about 9 feet – appx. the length of your kayak) of the ball.
4. Tackling an opponent when the tackler is not competing for the ball.
5. Moving the goalie out of position (when the paddle is raised to block a goal)

Illegal-Hand-Tackle: Signal 11 applies.



What is a "hand tackle"? A Hand-Tackle is a player, with one open hand, pushing on the opponent's side or upper arm.

The following constitutes an illegal hand tackle.

1. Any tackle where the tackled player does not have sole possession of the ball.
2. Any tackle which endangers the tackled player.
3. Any body contact other than open-hand to side or upper arm.

What is "possession" of the ball? A Player is in possession of the ball when the player has the ball in his hand, or is in position to reach the ball with their hand, the ball being on the water and not in the air.

Illegal Obstruction: Signal 10 applies.



What is “obstruction”? *Obstruction is one player, by movement of his kayak, impeding the progress of an opponent.*

The following constitutes illegal obstruction.

1. Obstruction when the opponent is not within 3 meters of the ball.
2. Obstruction where the player is neither in control of nor competing for the ball, and the opponent is not in control of the ball.
3. Only within the 6 meter (about 18 feet) area of the goal line, defenders and attackers have equal rights to jostle for a position. If a player has taken up a position, then during a jostle, their body cannot be moved with sustained contact by more than half a meter.

When does someone have “control of the ball”? *When a player is within 3 meters of the ball and is the nearest player to the ball.*

Illegal Holding: Signal 19 applies. (use of a green, yellow or red card)



1. A player directly or indirectly restricting the movement of an opposing player, by placing his hand, arm or paddle over the kayak, or holding the opposing player or equipment.
2. A player using for propulsion or support, or moving out of place any Playing Area equipment e.g. boundary markers, goal supports, or any surrounding object.

Illegal Possession: Signal 12 applies



1. A player must dispose of the ball within five (5) seconds of being in possession of it, either by passing it to another player or by throwing it one meter horizontally.
2. A player may not paddle with the ball resting on the deck or spray deck.
3. The ball must travel one meter from the nearest part of the body that is outside the kayak.

PRESENTING THE BALL AFTER A FOUL

After a whistle has been blown for a foul, the restart must be made by presenting the ball up at arms length before playing it. You then have five seconds to play the ball.

DEFENSE OF GOAL

1. If the goalkeeper is not holding his paddle up or is close enough to the ball to touch it, then they can be tackled like any other player, subject to the rules.
2. If an attacker moves the goalkeeper by pushing a defender into the goalkeeper, where none of the defenders have possession of the ball, the attacker shall be penalized.
3. If a defender pushes the attacker onto the goalkeeper, then the attacker should not be penalized.
4. The goalkeeper defends the goal by holding the paddle upright and blocking the ball with their blade. When the goal keeper has the paddle in this position the opposition is not allowed to push the goalie out of position. (Illegal tackle)

TAKING THROWS

1. The Player taking any goal-line throw, corner-throw, side-line throw, free-throw or free-shot must hold the ball above his head, at arms length, before taking the throw.

BALL OUT OF PLAY:

1. When any part of the ball touches the line or the vertical plane of the Side-Line or Goal-Line, or touches any Overhead Obstacle, the team that was not the last to touch it with their paddle, boat or person is awarded a throw as follows: (PRESENT THE BALL FIRST)

Side-Line: Side-line-throw - The player taking the throw must position their body at the point of exit of the ball.



Goal-Line: Goal-Line throw if an attacking player was last to touch the ball. Taken from anywhere along the goal line.



Corner-Throw if a defending player was last to touch the ball. The player taking the throw must position his body in the corner of the Playing Area.



1. 5-seconds and 1-meter restart conditions apply to all Ball-Out of Play Restarts.

OTHER STUFF AND REF SIGNALS

When a whistle blows, look at the ref to see what the call is. Stop playing.

Goal – arms extended, palms together. Point to center of field.



Referee's Ball – arms extended forward at shoulder level, fists clenched, thumbs up.



1. If the Referee needs to stop the game when no offense has occurred (e.g. injury or stalemate situation) the Referee will restart the game with a Referee's Ball. Signal 9 applies.
2. Two opposing players will line up at right angles to the sideline, (each nearest to their own goal) near to the sideline where the situation occurred, one meter apart. They will place their paddles on the water, but not between the kayaks.
3. The Referee will throw the ball on the water between them and the players will then make an attempt for the ball with their hands.

Signal 19. Illegal Holding and Unsportsman-like conduct – can result in a player being sent off for two minutes (yellow card) or expulsion from the game (red card)



For more information on ICF rules go to the rules website at: <http://canoepolo.pd.uwa.edu.au/canoepolo/rules/icf/playrule.html>